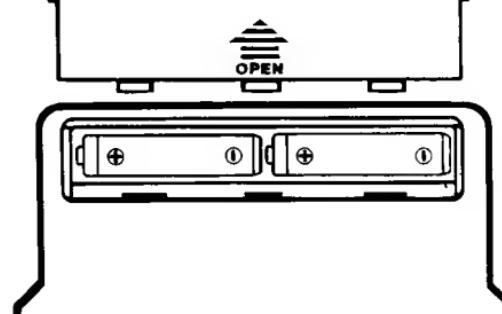


ELECTRONIC LCD GAME**INSERTING THE BATTERY**

1) When the battery needs replacing, remove the battery compartment cover at the back of the game.
(To remove cover push in direction of the arrow.)



Insert two AA batteries, UM-3 or equivalent making sure to align "+" and "-" as shown.

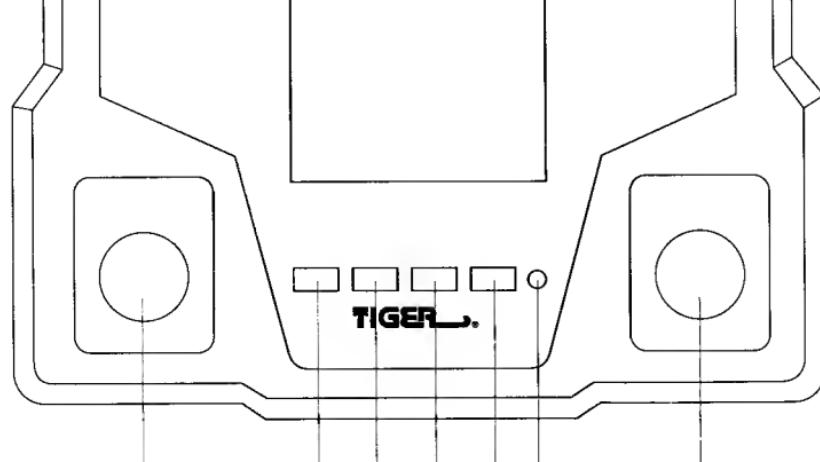
3) After battery insertion, the ACL switch must be pushed. (Use a ball-point pen.) The display should appear as in the diagram below.

CAUTION

- 1) High temperature will destroy the unit. Do not leave unit in direct sunlight.
- 2) Do not press the liquid crystal display and avoid heavy shock or the display may fail.
- 3) Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.
- 4) Replace batteries at the first sign of erratic operation.
- 5) Clean only with a piece of soft dry cloth.

KEY DEFINITION

A) RUN/PLAYER KEY	D) MUSIC KEY
— To select the number of players.	— Turn ON/OFF the sound.
— To control the offense players to run to next bases.	
B) BATTER KEY	E) LEVEL KEY
— Control the batter to hit the ball.	— To select the skill level.
C) OFF KEY	F) START/ON KEY
— To turn off the power.	— To turn on the power.
	— To start the game.

HOW TO SELECT AND PLAY A GAME

1) Press the "START/ON" button to turn on the power. The LCD will show:

PLAYER	LEVEL
1	1

Indicating 1 player and skill level 1.

2) Press "PLAY" button to select 1 or 2 player game.

3) Three skill levels are allowed. Press "LEVEL" button to select skill level 1, 2, or 3.

4) Skill Level

1

Ball From Pitcher

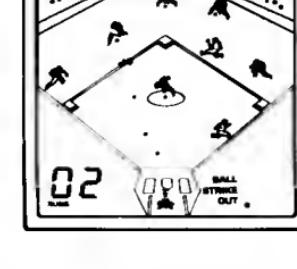
Low speed, Straight path

2

Medium speed, straight / Curve ball.

3

Low / Medium / High speed, straight / Curve ball



5) During the play, the LCD display will show the status of balls (and strikes / and outs).

6) Scoring:

— 3 unsuccessful strikes will make one "OUT".

— 3 outs will make one "INNING". 9 innings per game.

— 4 balls from pitcher will advance you to next base.

— you will win the game if you score 99 runs.

7) For each new inning, press "START" button to enter the game.

8) If it is a 2-player game, it will be the turn for the next player. The LCD display will indicate which player's turn and the number of inning.

9) Press "BATTER" button to hit the ball.

10) Press "RUN" button to control your offense players to run to next bases. After a successful hit, the batter will run automatically towards the first base. However, you are allowed to control the player's running from 1st base, 2nd base and 3rd base to run or not. Press the "RUN" button to run. In addition, pressing the "RUN" button will speed up the running speed of the offense players.

11) For 1-player game, the runs will be displayed at the end of the game. For 2-player game, scores will be displayed alternately.

12) After the end of each game, press "START/ON" button to start a new game with the same options.

If you want a game of new options, press the "PLAYER" or "LEVEL" button to set. Always press "START" button when you are ready for the new game.

13) Press "OFF" button anytime you want to turn off the power (except when melody/sound is generated).

14) Press "MUSIC" button to turn ON/OFF the music anytime.

GAME OVER

The game ends after 9 innings. "GAME OVER" and scores will be displayed.

90-Day Limited Warranty

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to TIGER ELECTRONIC TOYS, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$8.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO RECEIVE SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER FOR YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the TIGER ELECTRONIC TOYS REPAIR CENTER, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a sturdy carton with plenty of newspaper, foam or other padding and tie it securely.

2) Carefully print on the box or carton the following name and address

TIGER ELECTRONIC TOYS,

REPAIR CENTER

980 Woodlands Parkway,

Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$8.00 payment for the repair service.